

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

8. (Currently Amended) A method of optimising the bandwidth usage on a Real-Time Protocol managed link transporting media from a Media Resource Function node of a cellular telecommunications network to User Equipment, the method comprising:

at the Media Resource Function node, monitoring the rate of packet loss of the link to determine whether the rate of packet loss is unacceptably high or within acceptable limits; and

as a result of said monitoring, adapting the sending rate from at the Media Resource Function node over the link to the User Equipment by re-packetising media, received at the Media Resource Function node from third party nodes, to either increase the size of packets sent over the link when the rate of packet loss is unacceptably high, thereby reducing packet header overhead and reducing bandwidth usage on the link; or to decrease the size of packets sent over the link when the rate of packet loss is within acceptable limits, thereby reducing the transmission delay over the link.

9. (Previously Presented) A method according to claim 8, wherein the step of monitoring the rate of packet loss of the link comprises sampling.

10. (Previously Presented) A method according to claim 8, wherein said step of adapting the sending rate is carried out dynamically in response to the monitored rate of packet loss.

11. (Currently Amended) A method according to claim 8, wherein, in the event that media is to be repacketised at the Media Resource Function, received media is stored at the Media Resource Function node in a buffer until such time as sufficient media has been received to construct a packet of the necessary size.

12. (Previously Presented) A method according to claim 8 wherein said third party nodes are peer User Equipment (UEs).

13. (Previously Presented) A Media Resource Function node for use in a cellular telecommunications network, the node handling media sent between itself and user equipment over a Real-Time Protocol managed link, the node comprising:

means for monitoring the rate of packet loss of the downlink to the User Equipment to determine whether the rate of packet loss is unacceptably high or within acceptable limits; and

means for adapting, based upon the monitored properties, the sending rate over the link by re-packetising media received from third party nodes, to increase the size of packets sent over said downlink when the rate of packet loss is unacceptably high, thereby reducing packet header overhead and reducing bandwidth usage on the link; or to decrease the size of packets sent over the link when the rate of packet loss is within acceptable limits, thereby reducing the transmission delay over the link.

14. (New) A media resource function node for use in a cellular telecommunications network, the media resource function node handling media sent between the media resource function node

and user equipment over a real-time protocol managed link, the media resource function node comprising control circuitry configured to:

monitor the rate of packet loss of a real-time protocol managed downlink to the user equipment to determine whether a rate of packet loss for the real-time protocol managed downlink is unacceptably high or within acceptable limits; and

adapt, based upon the monitored properties, the sending rate over the real-time protocol managed downlink by re-packetizing media received from third party nodes in order to increase the size of packets sent over the real-time protocol managed downlink when the rate of packet loss is unacceptably high to reduce packet header overhead and reducing bandwidth usage on the real-time protocol managed downlink or to decrease the size of packets sent over the real-time protocol managed downlink when the rate of packet loss is within acceptable limits to reduce the transmission delay over the real-time protocol managed downlink.